brahms

Burglar Alarm System

B2

Technical Manual

03_09 - 24848601

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GENERAL SETTING INFORMATION

Introduction

This section of the Installer Manual is NOT intended to define the operating procedures for setting the system parameters (covered in the next chapter), but has the purpose of providing basic information concerning the characteristics of the system.
Reading this chapter is essential in order to understand the system's performance and be able to take full advantage of its capabilities.

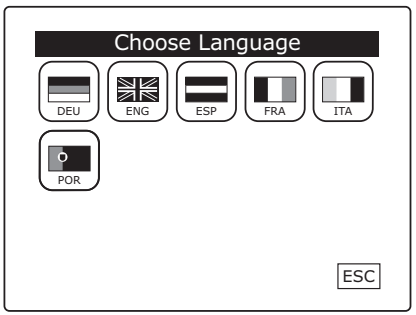


Fig. 1

⚠

The "Select language" window will appear automatically when the system is powered on or after there has been a power outage. By pressing the appropriate icon it will be possible to choose the system language.

General Information on Setting the Control Panel - B2UC0002

Fig. 1

HOW TO ACCESS THE SETTING FUNCTIONS.

With the system turned off, i.e., with no area armed, press the icon (fig. 1).

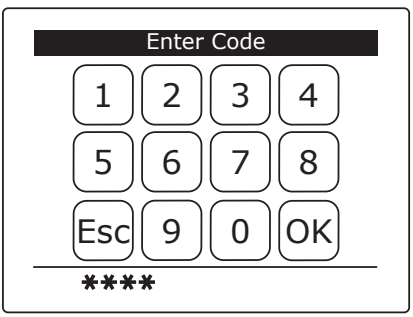


Fig. 2

Enter the **Installer Code**, (which at the first start-up will be **5 6 7 8** fig. 2), to access the **Installer Menu** (fig. 3).

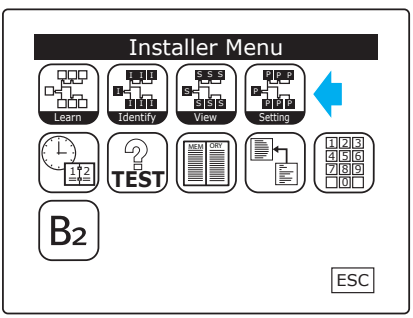


Fig. 3

Now press the icon **Setting** to access the **Setting Menu** (fig. 4).

If you are in the "Installer Menu", this is signalled on the "mechanical" keypads and receivers by all four LEDs flashing intermittently.

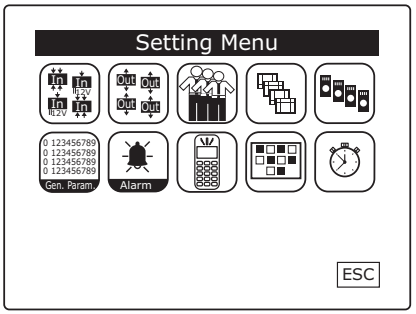


Fig. 4

In the **Setting Menu**, there are a series of icons that, when pressed, allow access to the setting parameters of:

Inputs

Outputs

Users

These first three items of the menu require further discussion that will facilitate the setting operations, while the other menu items will be completely explained in the chapter on setting the control panel.

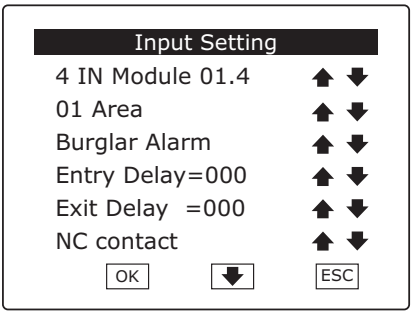


Fig. 5

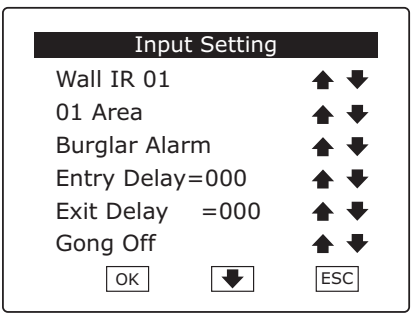


Fig. 6

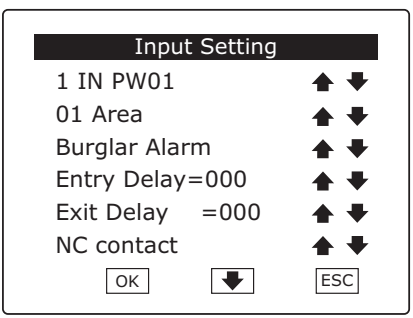


Fig. 7

Inputs or Zones

The definitions of the parameters for each burglar alarm input or zone is fundamental to the creation of a safe, functional system. The following is a description of some of the parameters that can be set for each of them (fig. 5, 6, 7).

For greater immediacy in the viewing of events, each input and each area can be assigned an alphanumeric description of 14 characters.
It is strategical and highly recommended that you assign names to the inputs that identify their positions.
This rule also holds for the areas, for which the system provides a non-modifiable numbering and a description that can be freely assigned to the number.

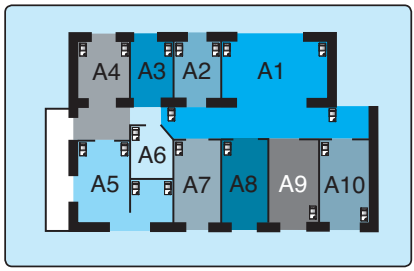


Fig. 8

AREAS

It is possible to divide the space to be protected into areas.

An **Area** of the system is nothing more than a logical grouping of inputs.

The subdivision of a system into areas is achieved simply by assigning one of the ten possible areas to each input. Subdividing the system into areas is essential if you plan to:

- Arm the system in partial mode as well
- Differentiate the access to particular environments according to the User Code (see relevant section)
- Have differentiated signals for alarms coming from different zones (through the setting of the outputs).

To meet these needs, the system can be subdivided into a maximum of 10 areas (e.g.: fig. 8).

SCENERIES

The term scenery is intended as a combination of areas that are activated according to set procedures.

During setting, the installer will create the sceneries containing groupings of areas which, upon activation, will be placed in a state established by the installer himself.

A name can be assigned to the scenery which is suggestive of the functions associated with it ("Fence Sensors", for example).

A maximum of 10 sceneries can be set.

The default setting establishes that each input (zone) is assigned to the first Area.

– The Installer (in agreement with the User) must decide the partial activation mode of the system:

. Through free selection by the User of the areas to be activated

. Through activation of sceneries predefined by the Installer during setting.

ARMING MODES

"Full" Arming

This arming mode activates all areas of the system provided that the user, which has entered the code, is permitted to manage all the areas.

Partial Arming

This arming mode is useful in the event it is necessary to activate only some areas of the burglar alarm system.

Forced Arming

This mode allows arming of the system even if one or more devices belonging to the system are already in a state of alarm. This arming mode forces the temporary exclusion of the devices in alarm.

TYPES OF INPUTS

"Burglar Alarm" input

If activated, when the system/area is armed, this input automatically activates the sound alarm signals (continuous sounding of the buzzer) of the control panel and auxiliary keypads as well as the visual alarm signals on the control panel, auxiliary keypads and receivers.

According to the settings, the **"Burglar Alarm"** event can activate the sirens and/or one or more outputs (telephone diallers, for example).

For each input defined as a **"Burglar Alarm"**, an **"Entry Delay"** and **"Exit Delay"** can be defined.

As the name suggests, the **"Entry Delay"** allows the user time to enter the protected area and deactivate the system by entering the proper code, without activating the alarm system.

The **"Exit Delay"** allows the user time to exit the protected area after having entered the activation code.

During the time interval denominated as **"Entry Delay"** or **"Exit Delay"**, the control panel and auxiliary keypads

emit a continuous buzzer sound to advise the user of the imminent activation of the alarm system.
The "Entry Delay" and "Exit Delay" apply ONLY to inputs defined as "Burglar Alarm".

"Silent Alarm" or "Anti-aggression" input
If activated, under any system conditions, this input does NOT activate any visual or sound alarm signal but can be used to activate one or more outputs for the activation, for example, of a telephone call using an external dialler. This function can be useful in the event the user desires to request outside help (with a hidden button, for example) without alarming a possible intruder that may be threatening the user.

An input defined as "Rescue Alarm"
If activated, under any system conditions, this input activates the lighting of the alarm LED on the keypads and receivers.
It can be used to alarm those who are inside the protected area, but it can also be set to activate one or more outputs and can even be directly activated with keys and keypads (see the "User Manual" also).

"Panic Alarm" input
If activated, under any system conditions, this input activates the Sirens (which can be set in the window **"Alarm Parameters"**) as well as the sound and visual alarm signals (lighting of the LEDs, sounding of the buzzers and keypads) of the control panel, auxiliary keypads and receivers. According to the settings, the **"Panic Alarm"** event can activate the sirens and/or one or more outputs.

"Tamper Alarm" input
If activated, under any system conditions, this input activates the Sirens as well as the sound and visual alarm signals (lighting of the LEDs, sounding of the buzzers and keypads) of the control panel, auxiliary keypads and receivers. According to the settings, the **"Tamper Alarm"** event can be used to activate one or more outputs.

"Generic Alarm" input
This type of input is intended to be associated with sensors or detectors for gas leaks, flooding, fire, etc.
If activated, under any system conditions, this input activates the lighting of the alarm LED on the keypads and receivers; it can also be used to activate one or more outputs.

"Auxiliary Alarm" input
This type of input can also be associated with detectors of the type described above, in order to better differentiate the functions.
If activated, under any system conditions, this type of input activates the lighting of the alarm LED on the keypads and receivers; it can also be used to activate one or more outputs.
Up to eight types of auxiliary alarms can be used.

"Passage" Burglar Alarm
Input active when the control panel is armed. It behaves as a delayed input during the system arming procedure, if a delayed input belonging to any area is activated; in all the other situations it behaves as an instantaneous input.

"Pulse Arming Input"
This input is used to arm/disarm the entire system and thus is no longer available as a burglar alarm input. If unbalanced, it causes the alternating arming/disarming of the control panel; this mode is used, for example, to control the control panel with a remote control/gate opener. Contrasting commands given from the control panel, keypads and receivers have priority over commands given from the "Key" zone.

"Level Arming Input"
This type of input is used to arm/disarm the entire system and thus is no longer available as a burglar alarm input. If unbalanced, it arms the system; and it disarms the system when balanced. Contrasting commands given from the control panel, keypads and receivers have priority over commands given from the "Key" zone.

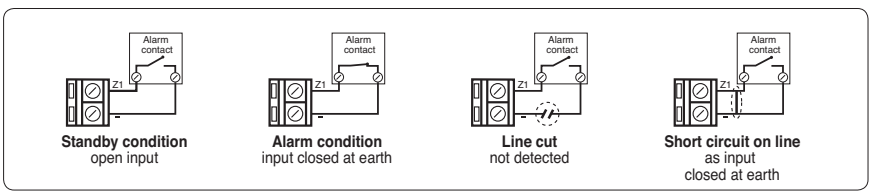
Input/event type	Activated if	Activates Sirens	Activates Sound Signal (2)	Activates Visual Signal (3)	Activates Outputs (4)
Burglar Alarm	Armed Area	YES (1)	YES – Intermittent	YES	YES
Silent Alarm	Always	NO	No	NO	YES
Rescue Alarm	Always	NO	No	YES	YES
Panic Alarm	Always	YES (1)	YES – Intermittent	YES	YES
Tamper Alarm	Always	YES	YES – Intermittent	YES	YES
Generic Alarm	Always	NO	No	YES	YES
Auxiliary Alarm 1-8	Always	NO	No	YES	YES
"Passage" Burglar Alarm	Armed Area	YES (1)	YES – Intermittent	YES	YES

(1) The activation of the sirens in case of **"Burglar Alarm"** and **"Panic Alarm"** can be set in the window **"Alarm Parameters"**.
(2) The sound alarm signals are emitted by the control panel and auxiliary keypads through the intermittent sounding of the buzzer. For the control panel and each keypad, however, it is possible to set whether or not said signal should be emitted (see Keypad Setting and User Menu).
(3) The visual alarm signals are emitted by the control panel, through the relative icon appearing on the display, and by the auxiliary keypads and receivers, through the lighting of the alarm LED.
(4) The activation of one or more outputs can be set by associating them to the relative events (see Output Setting).

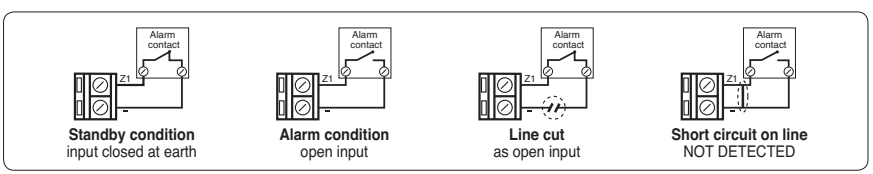
TYPE OF BALANCING

The following pages describe all the types of balancing that can be associated with each input comprising the burglary alarm system. This operation is essential in order to prevent false alarms.

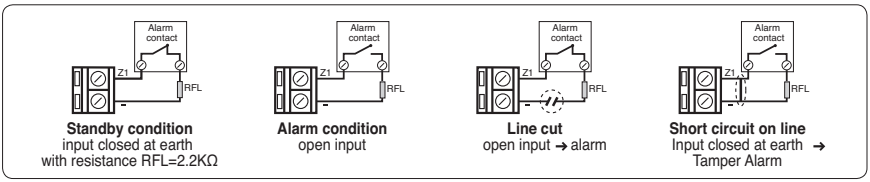
Normally Open - Schematic diagram for the connection of a device with Normally Open alarm contact.



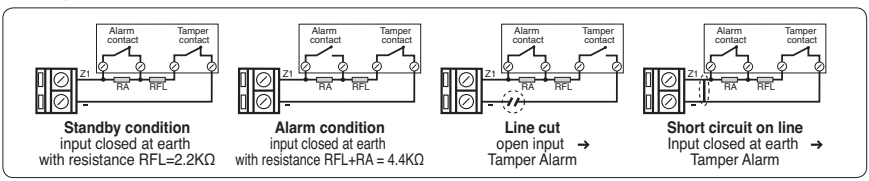
Normally Closed - Schematic diagram for the connection of a device with Normally Closed alarm contact.



One Resistance Mode - Schematic diagram for the 'one resistance mode' connection of a device with Normally Closed alarm contact.



Two Resistance Mode - Schematic diagram for the 'two resistance mode' connection of a device with Normally Closed alarm contact.



The control panel has the following default settings for the balancing of sensors connected to the input modules:

- input of the powered 1-input modules: one resistance mode.
- input of the 4-input modules: NC contact.

- The set type of balancing must be consistent with the type of physical connection made for the devices connected to the input modules, in order to prevent serious malfunctioning of the security system. Thus, if sensors are to be connected to the input modules with balancing different from the default setting, it is essential to set the "type of balancing" parameter appropriately in order avoid false alarms.
- The connection of the sensors without balancing (NO, NC), although permitted by the control panel, does not allow recognition of a short circuit or cutting of the detection line which is accidental or intended to neutralize the burglar alarm. It is therefore not advisable to use it for the connection of burglar alarm sensors, while it is admissible for the connection of sensors connected to inputs set as **"Generic Alarm"** or "**Auxiliary Alarm**".

ROLLING SHUTTER SENSOR

This type of selection allows the direct connection (without requiring an interface card) to the Brahms CFSST prewired cable contact input modules for protection of the rolling shutters.
The "**Rolling Shutter Sensor**" inputs require the setting of the following parameters.

Pulse Number
This determines the number of the pulses that must be reached in order to cause the alarm condition.

Time Interval
This determines the duration of the time interval in which must be recorded the set number of pulses in order to cause the alarm condition.

This parameter has no affect on the inputs defined differently from "**Rolling Shutter Sensor**".

To prevent serious malfunctioning, use exclusively Brahms CFSST cable contacts (or equivalent) if contacts of this type are to be connected directly to the input modules. For the connection of other types of devices, contact the Brahms Technical Service Department.

VIBRATION SENSOR

This type of selection allows the direct connection (without requiring an interface card) to the Brahms SVAMB and SINZI breaking sensor input modules.
The "**Vibration Sensor**" inputs require the setting of the following parameter.

Pulse Length
It determines the minimum amplitude that the pulse coming from the sensor must have in order to be considered as an alarm.

This parameter has no affect on the inputs defined differently from "**Vibration Sensor**".

To prevent serious malfunctioning, use exclusively Brahms SVAMB and SINZI breaking sensors (or equivalent) if contacts of this type are to be connected directly to the input modules. For the connection of other types of devices, contact the Brahms Technical Service Department.

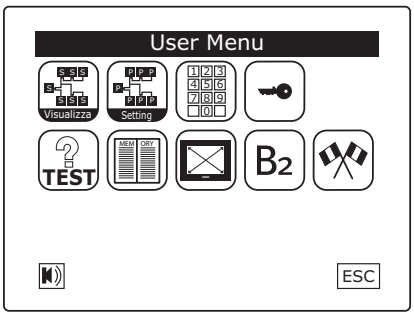
GONG OPTION

An attribute which can be assigned to "**Burglar Alarm**" inputs with a type of balancing other than "**Rolling Shutter Sensor**" and "**Vibration Sensor**".

A "**Gong**" input, if activated when the **control panel is armed**, behaves as a normal burglar alarm input.

If activated when the **control panel is disarmed**, it activates the buzzer of the control panel, without reproducing the sound emission on the buzzers of the keypads.

The activation of the GONG option requires that, when the item is enabled in the setting menu of the individual inputs, the buzzer of the control panel must be activated in the window "**User Menu**" (see **User Manual).**



Buzzer off

Buzzer on

The setting of these parameters must be consistent with the type of physical connection made for the devices connected to the input modules, in order to prevent serious malfunctioning of the security system.

TAMPER

This option allows the installer to choose whether or not the **B2MI0401** input modules should manage the tamper signal separately from the alarm contact. This is useful if the tamper signal is to be managed separately using magnetic contacts with wires or terminals dedicated to this type of signal.

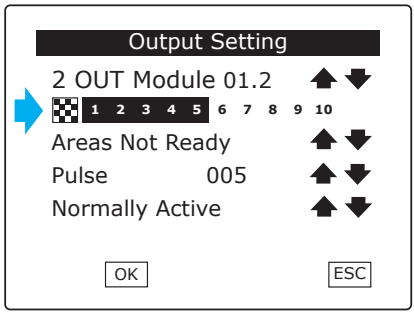


Fig. 9

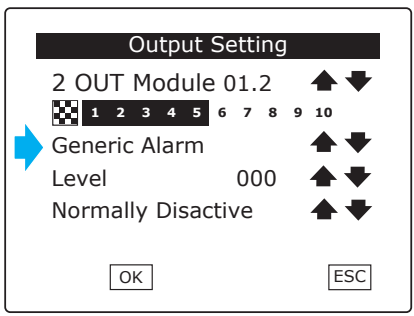


Fig. 10

Outputs

For greater immediacy in the viewing of events, each output can be assigned an alphanumeric description of 14 characters.

ACTIVATING AREA

For the outputs as well, it is also possible to select the group of areas for which these will be activated (fig. 9).
If, for example, the areas 1-5 are selected, then the output will be activated only if the event has been triggered by an input belonging to the areas 1-5.

ACTIVATING EVENTS

The 4 outputs on the card of the power supplier or those belonging to the 2-output expansion modules can be activated by events such as faults, alarms and system states that can also be differentiated by the area of the system in which the event was generated (fig. 10).
Not all events are affected by the area, as shown in the table provided on the following page.

⚠

The 4 outputs located on the power supplier are provided with a standard setting that automatically associates each output with an event:

PW OUT 01	**Burglar Alarm**
PW OUT 01.2	**Tamper Alarm**
PW OUT 01.3	**Fault**
PW OUT 01.4	**Disarmed**

The table below provides the complete list of events that can be selected from the display (fig. 10) and their interaction with the areas.

	Events	Activated if	Conditioned by the Areas	Siren Activation	Activates Sound Signal (2)	Activates Visual Signal (3)
FAULTS	No events	Always	NO	NO	NO	NO
	Accessories Aux PW Fault	Always	NO	NO	Intermittent	YES
	Bus PW Fault	Always	NO	NO	Intermittent	YES
	PW Fault	Always	NO	NO	Intermittent	YES
	Battery Fault	Always	NO	NO	Intermittent	YES
	Fault (any type of fault)	Always	NO	NO	Intermittent	YES
ALARMS	Burglar Alarm	Armed Area	YES	YES (1)	Intermittent	YES
	Silent Alarm	Always	YES	NO	NO	NO
	Rescue Alarm	Always	YES	NO	NO	YES
	Panic Alarm	Always	YES	YES (1)	Intermittent	YES
	Tamper Alarm	Always	YES	YES	Intermittent	YES
	Generic Alarm	Always	YES	NO	NO	YES
	Auxiliary Alarm 1-8	Always	YES	NO	NO	YES
STATES	Partial Armed	Always	NO	NO	NO	YES
	Area Not Ready for Arming	Disarmed Area	YES	NO	NO	YES
	Disarmed Area	Disarmed Area	YES	NO	NO	YES
	Area with Temp. Excluded Zones	Armed Area	YES	NO	NO	NO

(1) The activation of the sirens in case of "Burglar Alarm" and "Panic Alarm" can be set in the window "Alarm Parameters".
(2) The sound alarm signals are emitted by the control panel and auxiliary keypads through the intermittent sounding of the buzzer. For the control panel and each keypad, however, it is possible to set whether or not said signal should be emitted (see Keypad Setting and User Menu).
(3) The visual alarm signals are emitted by the control panel, through the relative icon appearing on the display, and by the auxiliary keypads and receivers, through the lighting of the alarm LED.

OUTPUT TYPE

Level

- For outputs associated with alarms, the output remains activated for the "Alarm Time" and can be deactivated like a siren.
- For outputs associated with faults or control panel states, the output remains activated for the entire time the triggering event is present.

Pulse

The output is activated by the presence of the event, but remains active only for the set time.
The output, however, will remain operative even if, during that time, the cause that triggered the activation of the output is restored.

TYPE OF ACTIVATION

Normally Disactive

The output is normally inactive. It is activated when an event is present. The relay coil of the outputs is always de-energized, and it is energized when there is an activating event.

Normally Active

The output is normally active. It is deactivated when an event is present. The relay coil of the outputs is always energized, and it is de-energized when there is an activating event.

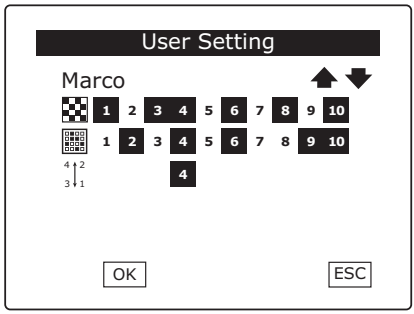


Fig. 12

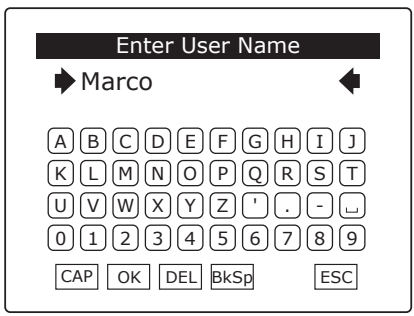


Fig. 13

Users

Each User can be assigned a group of areas and/or sceneries that will be the only ones the User can arm and/or disarm (fig. 12).
It is also possible to assign each user a **priority level from 1 to 4**, which will allow or not the user to perform a series of operations, as specified in the tables on the next page.

Each User can be assigned a symbolic description to ensure certain identification (fig. 13), and the description will also be used in recording each access.

The default setting establishes that:

- all areas/sceneries are assigned to all User Codes;
- the highest Level of Priority (4) is assigned to all User Codes (4)
- at the first start-up there is only one **User Code**, which will be "**1 2 3 4**"
- at the first start-up the **Installer Code**, i.e., the single code that allows access to the Installer Menu, will be "**5 6 7 8**".

The setting of the assigned areas, the assigned sceneries and the level of priority for each User is carried out inside the Installer Menu; the assigning of the Keypad Codes and Key Codes for each User is carried out inside the User Menu by a User with Priority Level 4.

PRIORITY LEVELS

User with priority level 4 - Can be considered the system administrator because he has access to all the functions that can be managed by the User.

User with priority level 3 - Is the normal user of the system that can arm and disarm the system but does not require access to particular functions.

User with priority level 2 - Is a User with restrictions that allow him only to arm the system (the cleaning personnel, for example).

User with priority level 1 - Can only leave evidence of his passage in the event log (the security service, for example).

Action	Level 4	Level 3	Level 2
Full or partial Arming/Disarming of the sceneries or associated areas	YES	YES	Arming only
Alarms Off (1)	YES	YES	NO
Forced Arming (2)	YES	YES	NO
Alarm Memory Reset	YES	YES	NO
Access to the User Menu	YES	YES	NO

A code set with priority level 1 does not cause any action; only the valid typed data is memorized.

(1) The alarms are silenced by any operation (turning on or off, turning on partially, etc.) validly carried out by a User with Priority Level 2, 3, 4, or through the appropriate control located on the main window in the presence of one or more alarms.

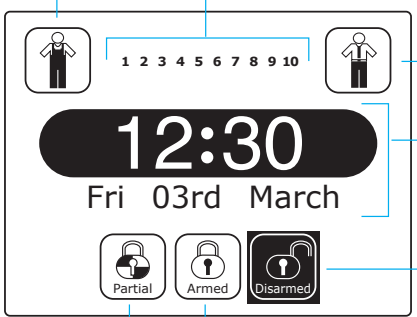
(2) This occurs in the case in which the automatic arming option is not selected (in the menu "General Parameters"), otherwise the forced arming will be automatic. The forced arming can be done with a code having Priority Level 3 or 4 using the dedicated command in the window that displays the inputs already in alarm before the arming; the forced arming of one or more areas or the entire system entails the temporary exclusion of the inputs already in a state of alarm before the arming. The forced insertion of one or more areas or the whole system entails the temporary exclusion of the inputs connected to the alarm before the insertion, with the exception of inputs configured with an **"Output Time"** other than 0, as described on page 32.

Functions executable inside the User Menu and accessible only to Users with Priority Level 3 and 4.

Action	Level 4	Level 3
Viewing the State and Temporary Exclusion of Inputs	YES	YES
Viewing the Event Log	YES	YES
Setting the Date and Time	YES	NO
Changing User Codes of others / Registering Keys of others	YES	NO
Changing own User Code / Registering own Key	YES	YES
Deleting User Codes	YES	NO
Input Test	YES	YES
Siren Test	YES	YES
Battery Test	YES	YES

SETTING THE CONTROL PANEL

Main window with the system turned off



Installer Menu access

State of Areas display

1 2 3 4 5 6 7 8 9 10 All areas deactivated

1 2 3 4 5 6 7 8 9 10 All areas activated

1 2 3 4 5 6 7 8 9 10 Areas partially activated

1 2 3 4 5 6 7 8 9 10 Areas not ready or in alarm

User Menu access

Date and Time display

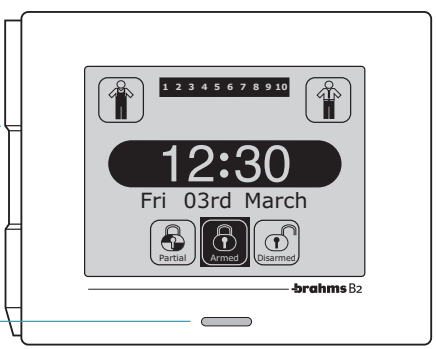
System Disarmed Indicator/Button

System Armed Indicator/Button

System Partially Armed Indicator/Button

Pen for touchscreen

Button/LED always lit.
Pressing the button activates the backlighting of the screen



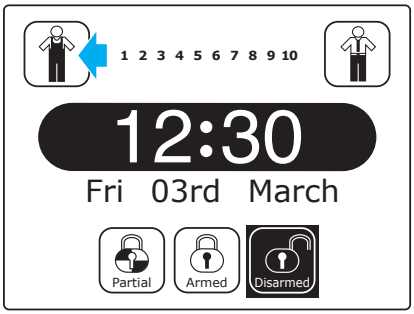


Fig. 1

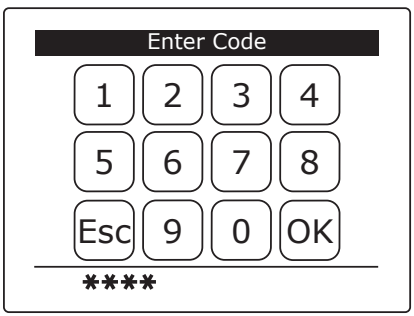


Fig. 2

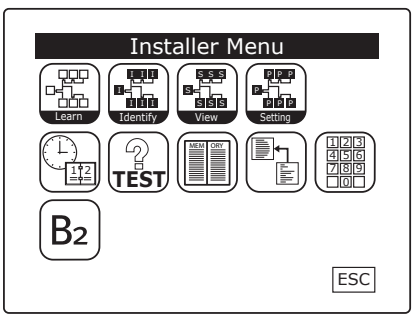


Fig. 3

With the system turned off, i.e., with no area armed, press the icon (fig. 1).
A keypad will appear on which to enter the **Installer Code** (which at the first start-up will be **5, 6, 7, 8,** fig. 2) in order to access the **Installer Menu** (fig. 3).

The following pages will analyze all the items of the "**Installer Menu**", which are:

- **Learn**
- **Identify**
- **View**
- **Setting**
- **Date and Time**
- **Test**
- **Memory**
- **Default Restore**
- **Change Code**
- **Control Panel Version**

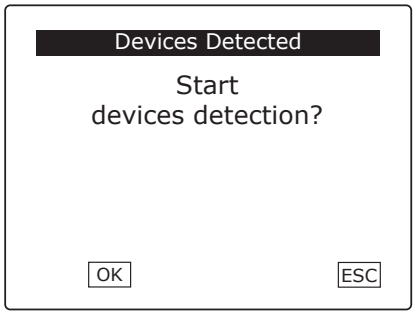


Fig. 4

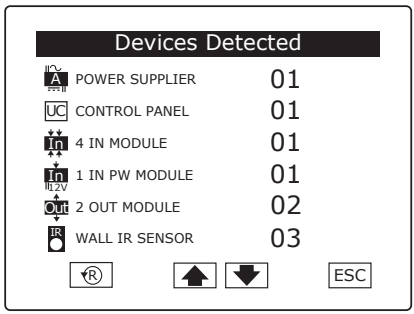


Fig. 5

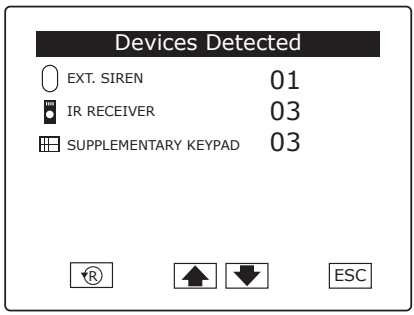


Fig. 6

Learning

When the appropriate icon is pressed, the system automatically detects the connected devices (fig. 4).

At this point, a list will appear with the number of devices detected and a different icon for each type of device (fig. 5, 6).
To scroll through the complete list of the devices, press the buttons ▲▼.

If a device is not recognized, it may not have been connected correctly.

Once the connection problems have been resolved, the detection of the devices can be repeated by simply pressing the icon ®.

Pressing the icon **ESC**, we will now return to the "**Installer Menu**" (fig. 3).

⚠

Before proceeding with the commissioning, it is important that all the devices are recognized by the system

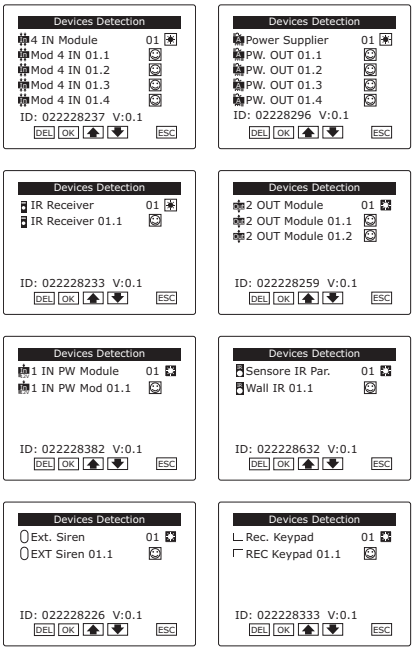


Fig. 7

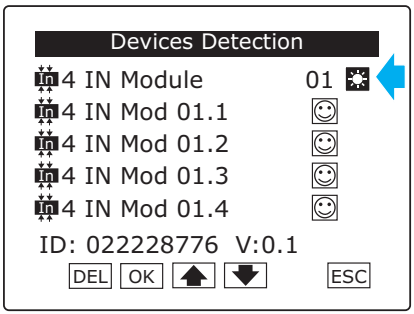


Fig. 8

Identification

By pressing the appropriate icon, we now proceed to the identification of the devices. Using this function, we can identify, name and set the components of the burglar alarm system.

To facilitate the identification of each individual device and its outputs or inputs, numbered progressively, these will now appear in a list divided over several pages (fig. 7).

To scroll through the pages containing the list of devices, use the icons ▲▼.

In the event, once the siren has been recognized, it is necessary to perform work on the installation and on the wiring of the siren itself, (or branches upstream from the siren), it is necessary to proceed as follows in order to avoid the '"Tamper Alarm":

1- Erase the Siren(s) by pressing on the button DEL.
2- Carry out the necessary operations on the installation.
3- Perform the detection of the Siren(s) again and recheck the setting.

DEVICES DETECTION

The icon ☀ allows you to activate the LEDs and buzzers present on the connected devices and identify their position within the environment (fig. 8).

The firmware ID and version of each device is displayed at the bottom of the screen.

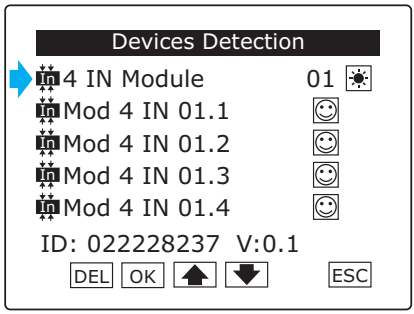


Fig. 9

Consider a 4-input module as an example; the first line (fig. 9) cannot be changed, it contains the default name assigned by the system and represents the type of device recognized.

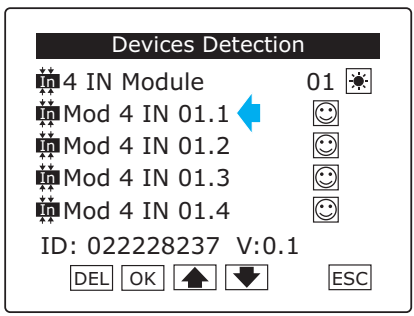


Fig. 10

ASSIGNING A SYMBOLIC NAME TO THE DEVICES

The next lines on the page (fig. 10) represent each of the 4 inputs to which an external sensor can be connected; pressing on the text, an alphanumeric keypad will appear which allows us to assign them a name.

We recommend that you use a symbolic name that identifies their position, for example **garage 01.1**, or that identifies their use, for example **Gas detector** (fig. 11).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

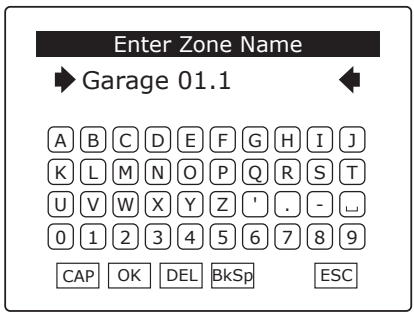


Fig. 11

Once these operations have been carried out for all the connected devices, whether these are entry panels, outputs, sirens, IR receivers or what have you, we will have a precise picture of the location of each component and/or its function.

It is advisable that you carry out the identification operations carefully, as the names assigned to the devices will help you to recognize them during the subsequent operations as well.

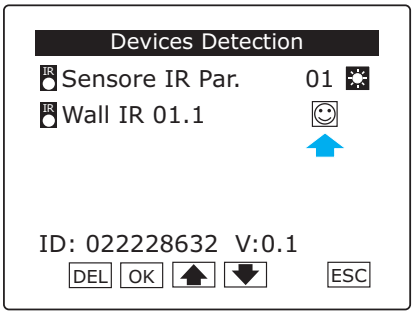


Fig. 12

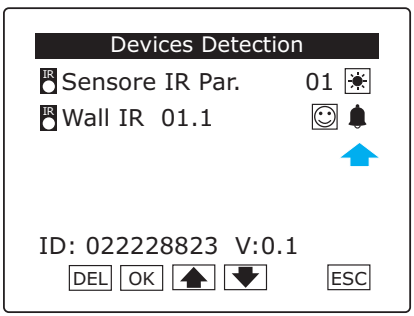


Fig. 13

CHECK MODULE OPERATION

We will now consider as an example another device recognized by the system during detection, and we will analyze the column indicated by the arrow (fig. 12).

Clicking on this icon, we act on the state of the device as follows:

Included

Off

In Test state

With the device in test state we can perform maintenance on the installation while keeping it active but avoiding the effective sounding of the alarm sirens; the activation of the devices, however, will be indicated in the "**Event Log**".

The second column (fig. 13) cannot be changed from the display, as it shows the effective state of the connected device:

in Alarm

Tamper

Fault

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

- The state of the devices set by the installer (**On, Off, in Test State**) **become a permanent state which cannot be modified by the User.**
- In order to avoid false alarms or malfunctioning, it is recommended to turn Off all the unconnected inputs.

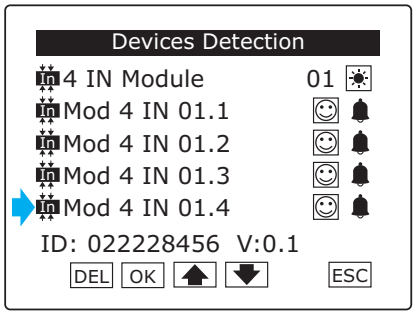


Fig. 14

STATE OF THE CONNECTED SENSORS

If there are inputs in alarm even though there are no activating events in progress, then it is necessary to check the correctness of the connection and its consistency with the setting of the "type of balancing" parameter for each input; in order to do this, just **press on the icon** of the device in alarm (fig. 14) to access all the setting functions which will be discussed later in this manual in the "**Setting Menu**" section.

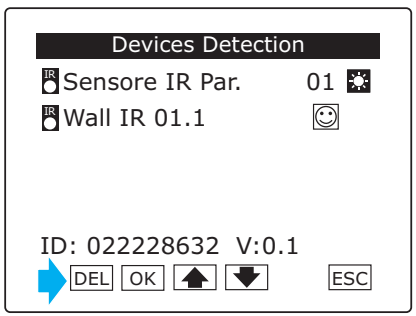


Fig. 15

ERASING A DEVICE

In the event you must remove a device, just press the button DEL (fig. 15) and confirm the selection so that the device is no longer recognized by the system.

For more information on the meaning of these parameters, see the section entitled "**General Setting Information**".

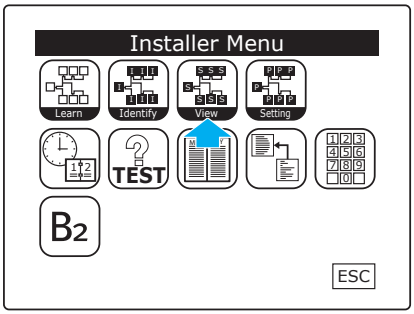


Fig. 16

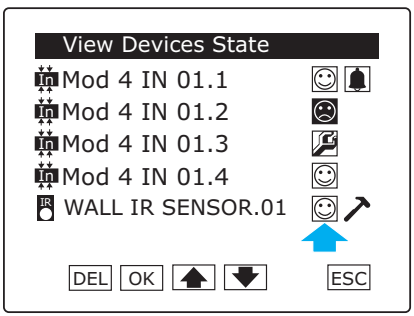


Fig. 17

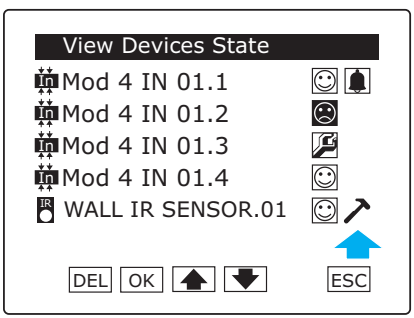


Fig. 18

View Devices State

By pressing the appropriate icon (fig. 16), it is possible to check the state of the connected devices; this state is represented by icons arranged in two different columns. By clicking on the icons in the first column (fig. 17), the state of the devices will change as follows:

Included

Off

In Test state

With the device in test state, maintenance can be performed on the installation while keeping it active but avoiding the effective sounding of the alarm sirens; the activation of the devices, however, will be indicated in the "**Event Log**".
The second column (fig. 18) cannot be changed from the display, as it shows the effective state of the connected device:

in Alarm

Tamper

Fault

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

- The state of the devices set by the installer (**On, Off, in Test State**) **become a permanent state which cannot be modified by the User.**
- In order to avoid false alarms or malfunctioning, it is recommended to turn Off all the unconnected inputs.

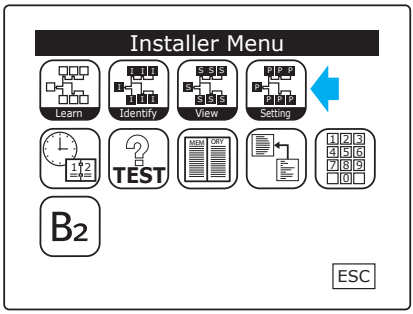


Fig. 19

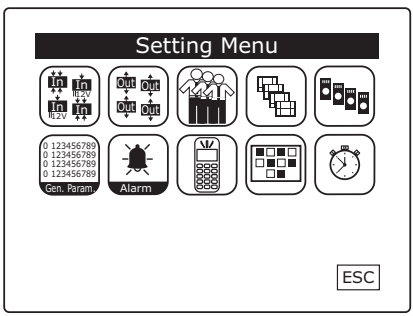


Fig. 20

Setting Menu

From the "**Installer Menu**", pressing the appropriate icon (fig. 19) will take us to the "**Setting Menu**".
The definitions of the parameters for each burglar alarm input or zone is fundamental to the creation of a safe, functional system.

The icons present in the "**Setting Menu**" represent the following (fig. 20):

Input Setting

Output Setting

User Setting

Keypad Setting

IR Receiver Setting

General Parameters

Alarm Parameters

GSM Communicator

Sceneries Setting

Timer Setting

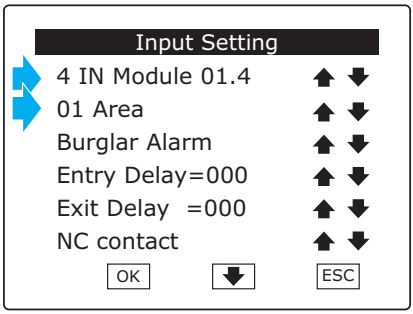


Fig. 21

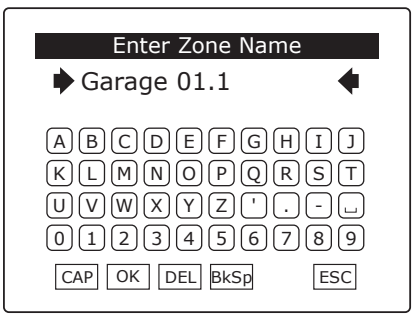


Fig. 22

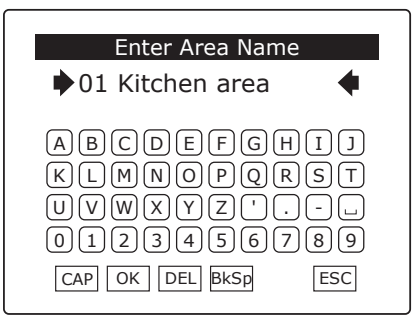


Fig. 23

INPUT SETTING

For greater immediacy in the viewing of events, each input and each area can be assigned a description (14 alphanumeric characters for the inputs and 11 for the areas) (fig. 22). In order to do this, just press on the name of the input or the area in question using the pen provided (fig. 21).
If the commissioning has been carried out properly, you will read the name (which in any case can be changed) already assigned during the identification of the devices.
Pressing the icons ▲ ▼ will scroll through the various inputs and areas available (fig. 21).

It is strategical and highly recommended that you assign names to the inputs that identify their positions.
This rule also holds for the 10 areas available, for which the system provides a non-modifiable numbering and a description that can be freely assigned to the number (fig. 23).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

The default setting establishes that:
Each input (zone) is assigned to the first **Area**.

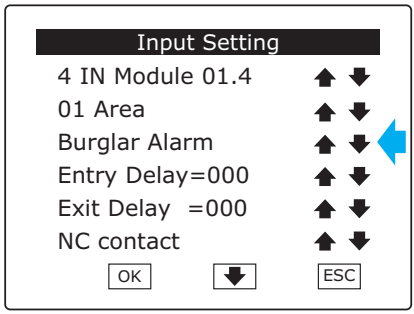


Fig. 24

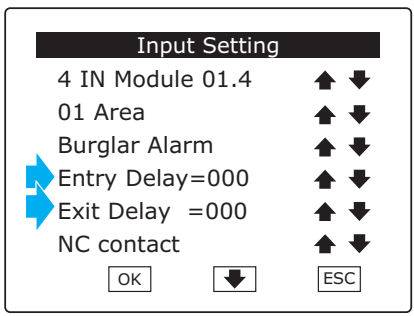


Fig. 25

INPUT TYPES

The input types can be selected by pressing the icons ▲ ▼ (fig. 24), and these can be:
Burglar Alarm
Tamper Alarm
Silent Alarm
Panic Alarm
Rescue Alarm
Generic Alarm
Auxiliary Alarm from 1 to 8
Burglar Alarm
Pulse Arming Input
Level Arming Input

For each input defined as a "**Burglar Alarm**", an **"Entry Delay"** and "**Exit Delay**" can also be defined (fig. 25).

As the name suggests, the "**Entry Delay**" allows the user time to enter the protected area and deactivate the system by entering the proper code, without activating the alarm system.
The **"Exit Delay"** allows the user time to exit the protected area after having entered the activation code.
During the time interval denominated as "**Entry Delay**" or **"Exit Delay"**, the control panel and auxiliary keypads emit an intermittent buzzer sound to advise the user of the imminent activation of the alarm system.
The "**Entry Delay**" or **"Exit Delay"** can be adjusted from 0 to 255 seconds by pressing the icons ▲ ▼.

The "Entry Delay" and "Exit Delay" are active ONLY for "Burglar Alarm" inputs.

⚠

When in standby, the system ignores signals from inputs with an "Output Time" other than 0, which therefore do not cause a "Not Ready" area or system signal. Upon activation o the system, they are inserted at the end of the "Output Time" independently of their status. Therefore, these inputs cannot be excluded with the "Forced Insertion" function or with the "Automatic Insertion" function.

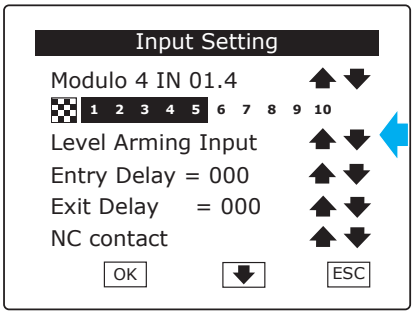


Fig. 26

For the setting of inputs defined as "**Pulse Arming Input**" and "**Level Arming Input**", the input setting window will appear as shown in figure 26.
This function allows you to arm/disarm the areas selected using equipment outside the system.

For more information on the meaning of these parameters, see the section entitled "**General Setting Information**".

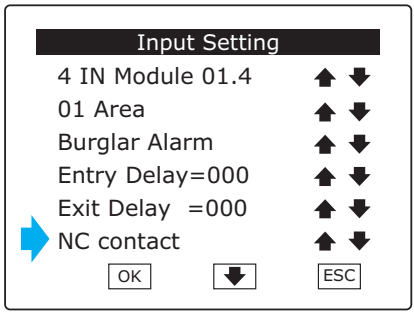


Fig. 27

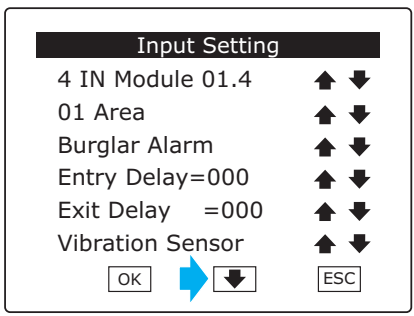


Fig. 28

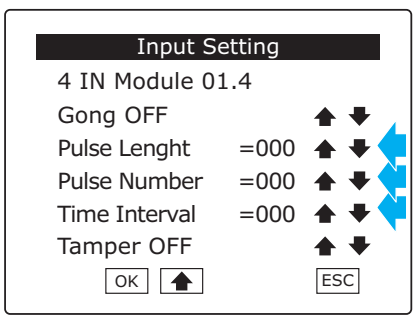


Fig. 29

TYPES OF BALANCING

The types of balancing can be selected by pressing the icons ▲ ▼ and the following types are available (fig. 27):
NC contact (Normally Closed)
NO contact (Normally Open)
One Resistance Mode
Two Resistance Mode
Vibration Sensor
Rolling Shutter Sensor

For the "**Vibration Sensor**" type of balancing, the pulse length will also have to be specified.
- **Pulse Length**, the value that value determines the minimum amplitude that the pulse coming from the sensor must have in order to be considered as an alarm.

For the "**Rolling Shutter Sensor**" type of balancing, the following will also have to specified:
- **Pulse Number**, the value that determines the number of the pulses that must be reached in order to cause the alarm condition.
- **Time Interval**, the value that determines the duration of the time interval in which must be recorded the set number of pulses in order to cause the alarm condition (fig. 29).

In order to do this, it is necessary to access the next page of the screen "**Input Setting**", by pressing the icon ▼ (fig. 28).

For more information on the meaning of these parameters, see the section entitled "**General Setting Information**".

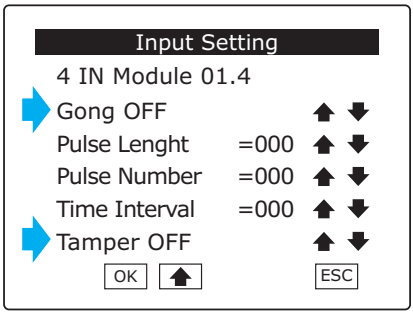


Fig. 30

In this same window it is also possible to activate or deactivate the "**Tamper**" and "**Gong**" options (fig. 30).

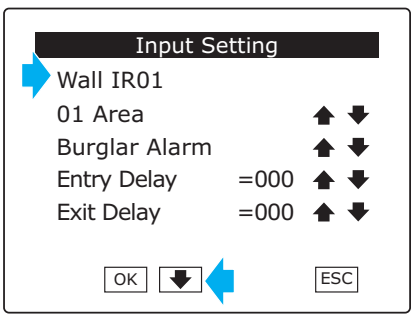


Fig. 31

IR SENSOR SETTING

The IR sensors can also be assigned an ID name just like the inputs, and the sensors can be associated with one of the available areas (which can also be named as desired).
Using the arrows ▲ ▼ , you can select the type of alarm to be associated with the sensor and the Entry Delay and Exit Delay (fig. 31).

The "**Entry Delay**" or **"Exit Delay"** can be adjusted from 0 to 255 seconds by pressing the icons ▲ ▼.
The "Entry Delay" and "Exit Delay" are active ONLY for "Burglar Alarm" inputs.

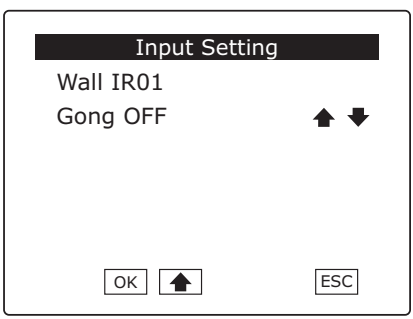


Fig. 32

pressing the icon ▼ takes you to the next screen where you can activate or deactivate the "**Gong**" option (fig. 32).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

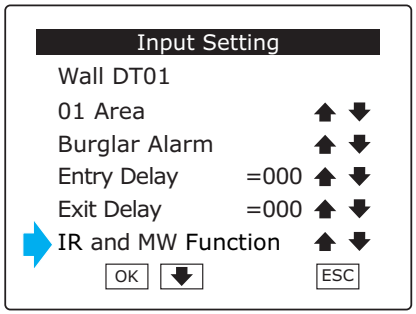


Fig. 33

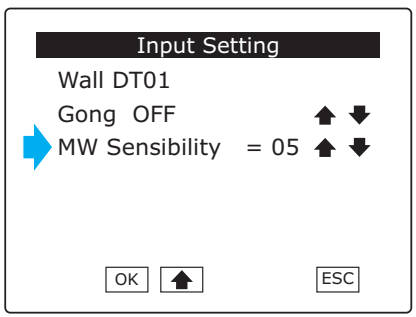


Fig. 34

DUAL-TECHNOLOGY SENSOR SETTING

The dual-technology detector is able to detect the presence of a burglar using two types of sensors:
An infrared sensor (**IR**), which detects the heat emanated from the person's body.
A microwave sensor (radar) (**MW**), which detects motion.
Thus the setting window includes additional functions which are not present for a normal infrared sensor.

With the parameter "Function", by pressing the icons ▲ ▼, you can select (fig. 33) the operating mode for the detector:

IR or MW The alarm is activated even if only one of the two sensors detects a presence.

IR and MW The alarm is activated only if both sensors detect a presence.

MW The alarm is activated only by the microwave sensor.

IR The alarm is activated only by the infrared sensor.

Pressing the icon ▼ takes you to the next screen where you can activate or deactivate the "**Gong**" option (fig. 34).
With the parameter "**MW Sensibility**", by pressing the icons ▲ ▼, you can adjust the detection capability of the microwave sensor.
The values from 1 to 5 allow a proportional adjustment of the sensibility.

1 = Minimum sensibility and minimum detection distance.

5 = High sensibility and large detection distance.

0 = Adjustment off and maximum detection distance.

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

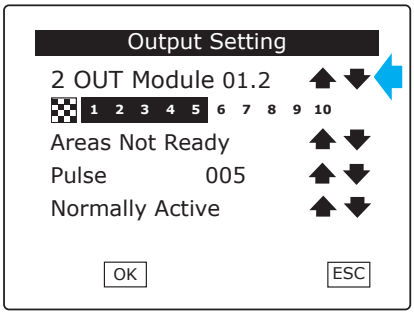


Fig. 35

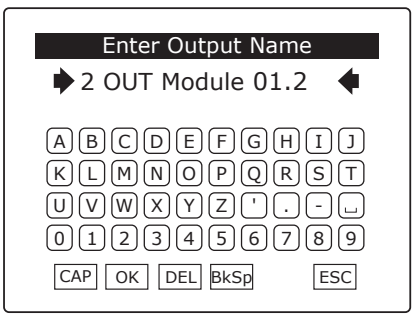


Fig. 36

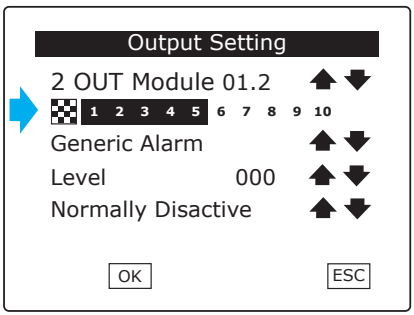


Fig. 37

OUTPUT SETTING

By pressing on the appropriate button, we will access the output setting section.
If the commissioning has been carried out properly, on the first line of the window you will read the name (which in any case can be changed) already assigned during the identification of the devices.
Pressing the icons ▲ ▼ , we can scroll through the outputs available (fig. 35).

For greater immediacy in the viewing of events, each output can be assigned an alphanumeric description of 14 characters (fig. 36). To do this, just press on the input or area in question.

The 4 outputs on the card of the power supplier or those belonging to the 2-output expansion modules can be activated by a series of events such as faults, alarms and system states that can also be differentiated by the area of the system in which the event was generated.

If, for example, the areas 1-5 are selected (fig. 37), then the output will be activated only if the event has been triggered by an input belonging to the areas 1-5.

For more information on the meaning of these parameters, see the section entitled "**General Setting Information**".

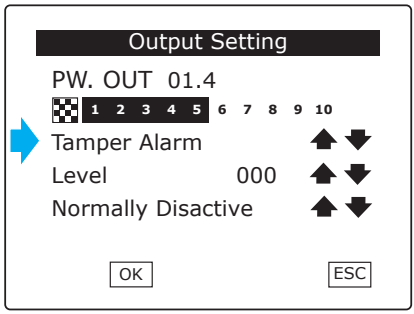


Fig. 38

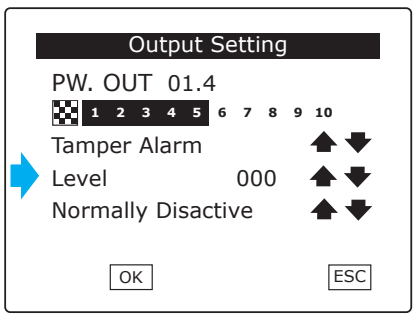


Fig. 39

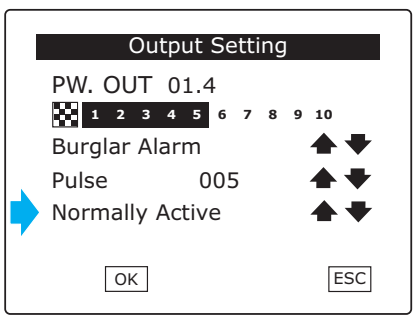


Fig. 40

Not all events are affected by the "area of origin". The available events can be selected by pressing the icons ▲ ▼ (fig. 38).

The 4 outputs located on the power supplier are provided with a standard setting that automatically associates each output with an event:

PW OUT 01	**Burglar Alarm**
PW OUT 01.2	**Tamper Alarm**
PW OUT 01.3	**Fault**
PW OUT 01.4	**Disarmed**

On the fourth line of the display, we can set (fig. 39) the output type which can be either level or pulse.

Level

The output remains activated for the entire time the triggering event is present.

Pulse

The output is activated by the presence of the event, but remains active only for the set time.

On the next line of the display, we can set (fig. 40) the type of activation associated with the output, which has two options.

Normally Disactive

The output is normally inactive. It is activated when an event is present.

Normally Active

The output is normally active. It is deactivated when an event is present.

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

For more information on the meaning of these parameters, see the section entitled "**General Setting Information**".

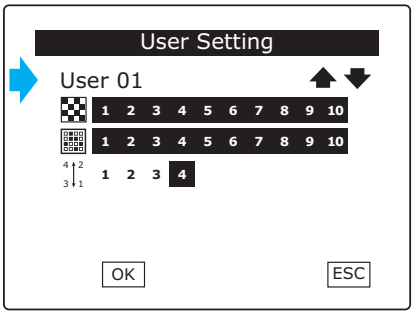


Fig. 41

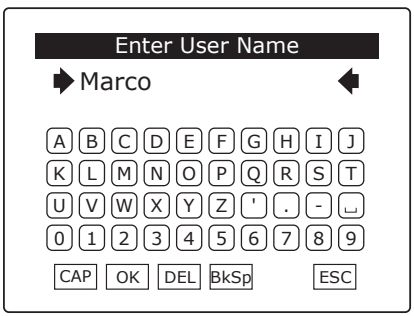


Fig. 42

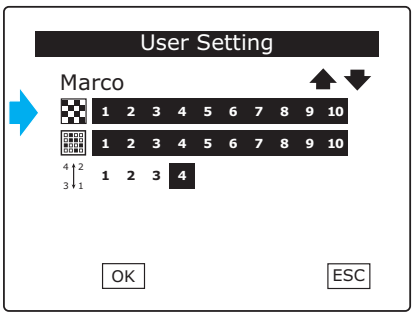


Fig. 43

USER SETTING

By pressing on the appropriate button, we will access the User parameter setting section.

Pressing the icons ▲ ▼, we can scroll through the various users that can be set.

For greater immediacy in the viewing of events, each user can be assigned an alphanumeric description of 14 characters for certain identification. To do this, just press on the name of the User (fig. 41) and the keypad will appear (fig. 42).

Each User can be assigned a group of areas and/or sceneries that will be the only ones the User can arm and/or disarm (fig. 43).

⚠

To prevent malfunctions, all areas involved in the scenarios assigned to a user must in turn be assigned to the same user.

ℹ

The default setting establishes that:

- All areas and all sceneries are assigned to all User Codes;
- The highest Level of Priority (4) is assigned to all User Codes (4)
- At the first start-up there is only one **User Code**, which will be "**1 2 3 4**"
- The setting of the assigned areas, the assigned sceneries and the level of priority for each User is carried out inside the "**Installer Menu**"; the assigning of the Keypad Codes and Key Codes for each User is carried out inside the "**User Menu**" **by a User with Priority Level 4**.

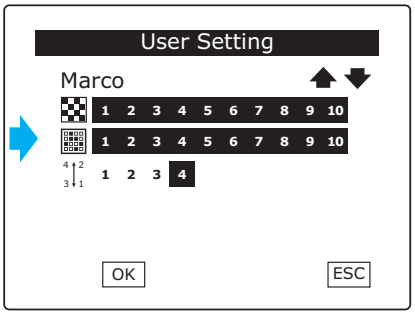


Fig. 44

It is also possible to assign each user a **priority level from 1 to 4**, which will allow or not the user to perform a series of operations (fig. 44), as specified in the tables on page 20.

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

For more information on the meaning of these parameters, see the section entitled "**General Setting Information**".

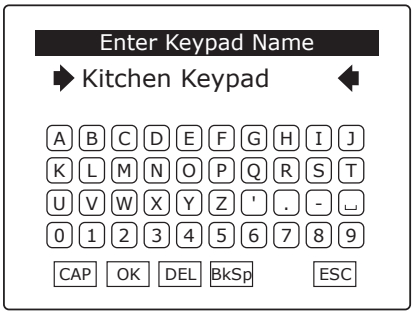


Fig. 45

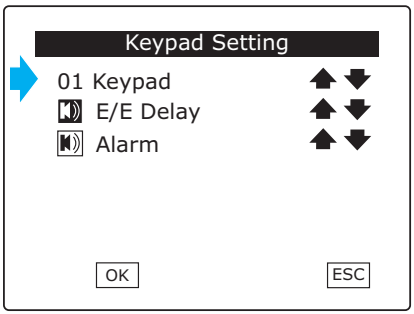


Fig. 46

KEYPAD SETTING

Each auxiliary keypad can be assigned a symbolic description for certain identification of the device. To do this, just select the name of the device and the alphanumeric keypad will appear (fig. 45).

Pressing the icons ▲ ▼, we can scroll through the various keypads available (fig. 46).

For each keypad, you can set whether or not it should emit a sound signal during the Entry Time and Exit Time and during the Alarm Time (fig. 46).

Sound signal **on**

Sound signal **off**

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

The default setting establishes that:

- for the keypads, the sound signal is enabled during the Entry and Exit Delay and during the Alarm Time;
- A maximum of 8 Keypads and 8 IR Receivers can be connected on the bus line to the Control Panel;

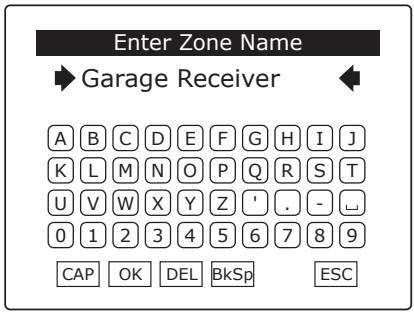


Fig. 47

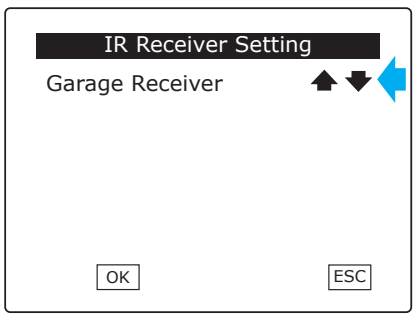


Fig. 48

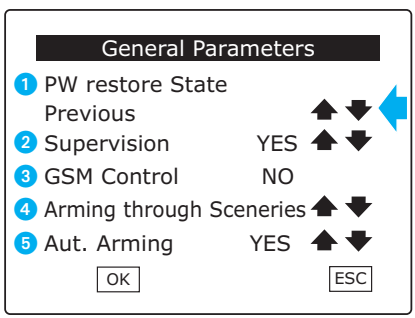


Fig. 49

IR RECEIVER SETTING

Each ir receiver can be assigned a symbolic description for certain identification of the device. To do this, just select the name of the device and the alphanumeric keypad will appear (fig. 47).

Pressing the icons ▲ ▼, we can scroll through the receivers available (fig. 48).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

The default setting establishes that:

- A maximum of 8 Keypads and 8 IR Receivers can be connected on the bus line to the Control Panel;

GENERAL PARAMETERS

On the first line of this setting window, you can decide how the control panel should behave when the power supply returns after a power outage (fig. 49).
Pressing the icons ▲ ▼, we can scroll through the various options, which are:

1. PW restore State

   On

   In the event both the battery and mains power supply fails for the control panel, the control panel will be automatically set in the armed state when the power supply voltage is restored.

   Off

   In the event both the battery and mains power supply fails for the control panel, the control panel will be automatically set in the disarmed state when the power supply voltage is restored.

   Previous

   In the event both the battery and mains power supply fails for the control panel, the control panel will be automatically set in the previous state when the power supply voltage is restored.

2. Supervision

   This parameter allows you to select whether or not the system can be managed by external supervision systems (for example the BPT Mitho terminal, the YDRA supervision system, etc...).

3. GSM Control (can be changed by the User)

   This parameter allows you to select whether or not the system can be remotely managed by means of a GSM dialler (BXGM0001).

4. Arming through Areas/Sceneries

   This parameter allows you to select if the partial activation of the system can occur through the activation of areas chosen one at a time by the User (Arming through Areas) or through the activation of predefined sceneries containing activation commands for groups of areas (Arming through Sceneries).

5. Automatic Arming

   When the function is active, if one or more inputs are in alarm during the arming of the system, these will be temporarily excluded automatically and will return to being included only after the subsequent disarming of the system.

   When the function is not active, if there are any inputs in a state of alarm, the control panel will interrupt the arming of the system and wait for the causes of the alarm to be eliminated (closing an open window, for example). In any case, a priority level 3 or 4 user, bearing in mind the exception caused by inputs with an output time other than 0 as described on page 32 of this manual, can however "force" the insertion using the methods described in the **"Forced Insertion"** section of the B2UC0002 user manual.

Press OK to confirm the selections made before exiting from the screen with **ESC** and returning to the "**Setting Menu**".

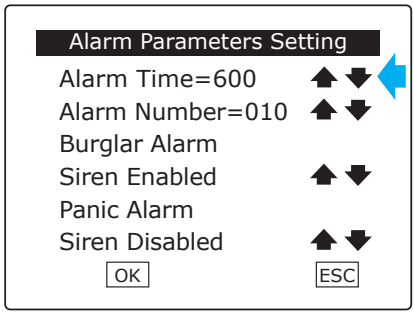


Fig. 50

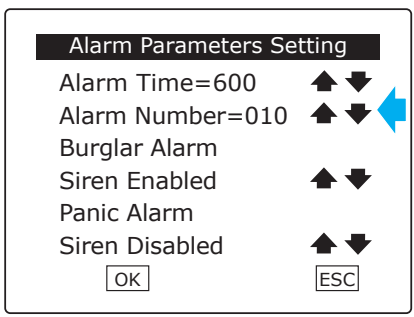


Fig. 51

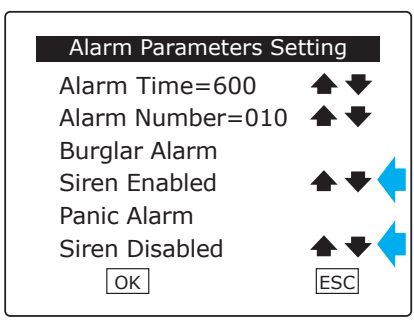


Fig. 52

ALARM PARAMETERS

Alarm Time.
Pressing the icons ▲ ▼ , we can set the duration of the sounding of the siren for the "**Burglar Alarm**", "**Panic Alarm**" and "**Tamper Alarm**" events, in a range from 0 to 600 seconds (fig. 50).

Alarm Number.
Pressing the icons ▲ ▼ , we can set the maximum number of "**Burglar Alarm**", "**Panic Alarm**" and "**Tamper Alarm**" events (fig. 51) that trigger the activation of the Sirens for each individual arming cycle (maximum 20 times, 0= infinite number of times).

Burglar Alarm.
For this type of event it is possible to determine whether or not the event triggers the activation of the Sirens (fig. 52).

Panic Alarm.
For this type of event it is possible to determine whether or not the event triggers the activation of the Sirens (fig. 52).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

⚠

To fall under the parameters of the standard CEI 79-2, the minimum duration of the alarm must be at least 180 seconds.

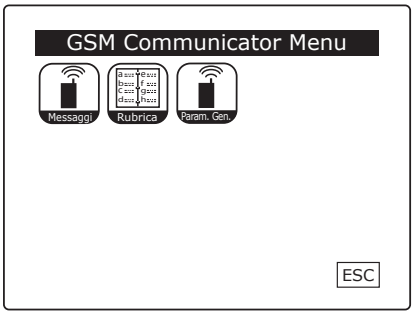


Fig. 53

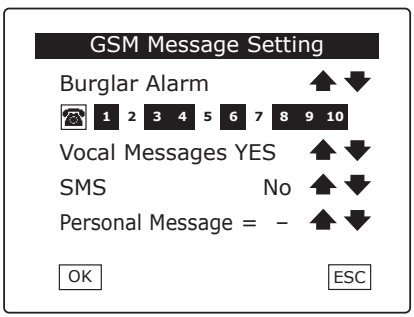


Fig. 54

Fig. 55

GSM COMMUNICATOR MENU

From the Setting Menu (fig. 20), press the appropriate button to access the "GSM Communicator Menu" which allows you to set the main parameters of the Brahms GSM communicator BXGM0001 (fig. 53).

GSM MESSAGE SETTING

Pressing the icons ▲ ▼ next to the first item in the window (fig. 54), we can scroll through the list of events that generate a signal.
For each event you can select which numbers, from the 10 possible numbers in the phone book, should receive the warning message when the selected event occurs.
Using the icons ▲ ▼ located on the next two lines, you can select the format in which the messages should be sent.
The "Personal Message function" is not active.
Press **OK** to confirm the selections made before returning to the previous window with **ESC**.

PHONE BOOK SETTING

From the "GSM Communicator Menu" (fig. 48), select the "Phone Book" icon to access the "Phone Book Setting" window (fig. 55).
On the first line, you can select the position (1 through 10) in which to store the User's number in the phone book.
The second line allows you to select which User and relative phone number is to be associated with the selected position.
At this point, press on the first icon ☎ to call up the keypad with which to enter the phone number (fig. 56).
If the phone number has more than 14 digits, you will have to enter the extra digits after pressing on the second icon ☎.

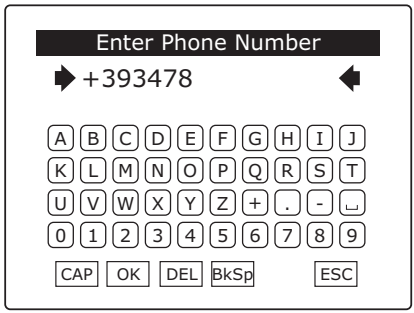


Fig. 56

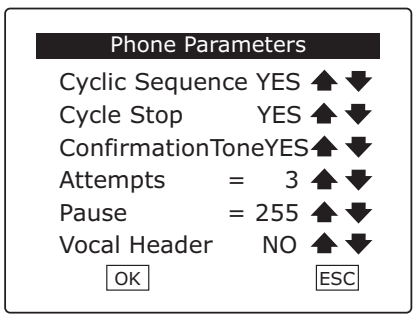


Fig. 57

The telephone commands sent to the control panel will be carried out only if the number from which they are sent is present in the phone book. Furthermore, the User associated with the number must enter his "User Code" and be assigned a "Level of priority" that allows him to carry out the requested action.
The last line in the "Phone Book Setting" window (fig. 55) allows you to select if the phone book number should receive SMS messages or not.
Press **OK** to confirm the selections made before returning to the previous window with **ESC**.

⚠

The numbers MUST be preceded by the proper international prefix (+39 for Italy).

PHONE PARAMETERS

The settings described below concern the voice messages only.
Pressing the icons ▲ ▼ next to the items in the list, you can set the following parameters (fig. 57):

Cyclic Sequence

"Cyclic Sequence YES" means that, if there is an unanswered call, the communicator will not make any other attempts but will go on to call the next number in the phone book.

Cycle Stop

With "Cycle Stop YES", the call cycle stops as soon as one of the calls is successful.

Dial Tone

This allows to select whether or not there must be a dial tone before dialling the number.

Attempts

"Attempts" means the number of unanswered calls (from 1 to 20) after which the communicator dials the next number in the phone book.

Pause

"Pause" means the time that must pass (from 0 to 255 seconds) between one call and the next.
The function "Vocal Header" is not active

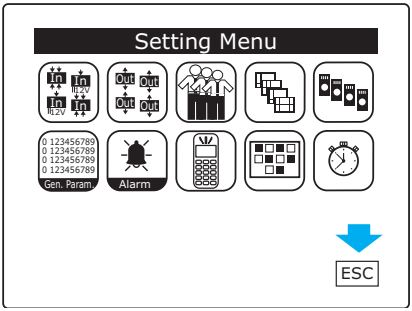


Fig. 58

Press **OK** to confirm the selections made before returning to the previous window with **ESC**.

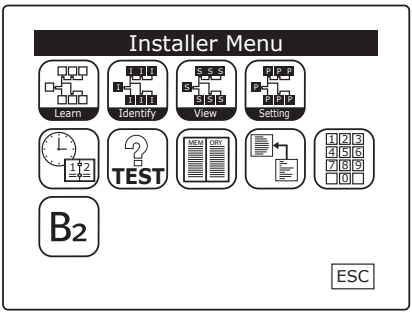


Fig. 59

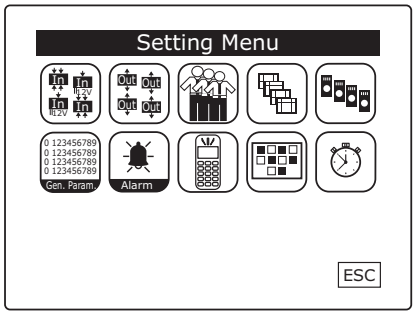


Fig. 60

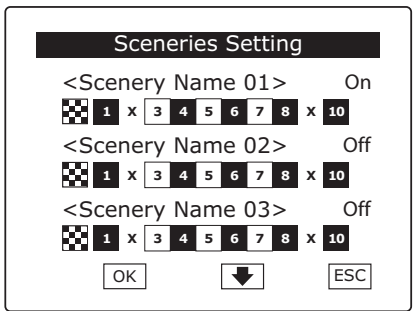


Fig. 61

SCENERIES SETTING

From the **"Installer Menu"** (fig. 59), press the appropriate icon to access the **"Setting Menu"** and then select the icon **"Sceneries Setting".**

For each scenery, you can select a name (using the normal procedures) and the arming state for all 10 areas.
Each area can be:
- **Armed**: area with white number on a black background;
- **Disarmed**: area with black number on a white background in a square;
- **Indifferent**: "x".

This last state means that, when the scenery is armed, the area in question remains in the previous state, i.e., its state is not changed.
As in the other menus, "clicking" on the centre of the icon showing the area number will rotate through the possible states.
Each scenery can also be activated (**On**) or deactivated (**Off**). Only the "activated" sceneries can effectively be used by the User for the Partial Arming.
You **MUST** press **"OK"** to confirm the selection made, otherwise the changes will be lost.
Press **"ESC"** to exit the window.

⚠

- To prevent malfunctions, all areas involved in the scenarios assigned to a user must in turn be assigned to the same user.
- By default, ALL THE SCENERIES ARM ALL THE AREAS (graphically all the areas are initially shown with a white number on a black background) i.e., THEY'RE THE SAME AS A FULL ARMING.
  ALL THE SCENERIES ARE DEACTIVATED (Off).
  The names of the sceneries are "Scenery 01", "Scenery 02", …., "Scenery 09", "Scenery 10".

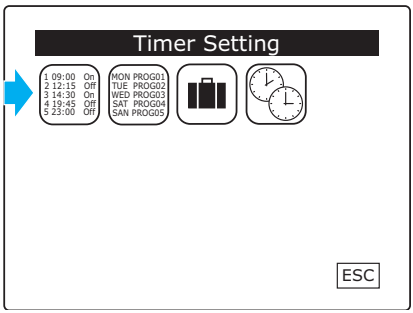


Fig. 62

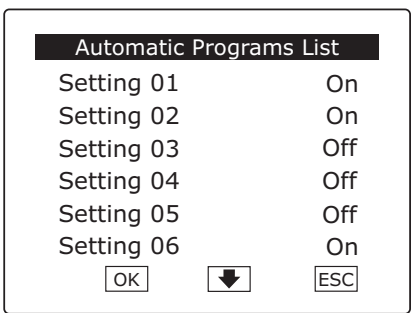


Fig. 63

TIMER SETTING

From the **"Installer Menu"** (fig. 59), press the appropriate icon to access the **"Setting Menu"** and then select the icon **"Timer Setting".**

The icons in the "Timer Setting" menu represent the following (fig. 62):

Automatic Programs (20 steps)

Weekly Timer Setting (mon-sun)

Holydays Setting (32 days)

Daylight Saving Time Setting

AUTOMATIC PROGRAMS

From the **"Timer Setting"** menu (fig. 62), press on the appropriate icon to access the menu **"Automatic Programs list".**

Pressing the icon **"Automatic Programs"**, the **"Automatic Programs list"** window appears which contains the list of Programs. Clicking on the name of the Program (which cannot be changed), we pass to the window for setting the steps regarding the selected Program.

Each Program can also be activated (On) or deactivated (Off).

Only the "activated" Programs can effectively be used. You MUST press **"OK"** to confirm the selection made, otherwise the changes will be lost. Press **"ESC"** to exit the window.

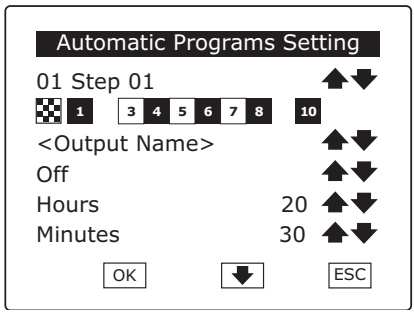


Fig. 64

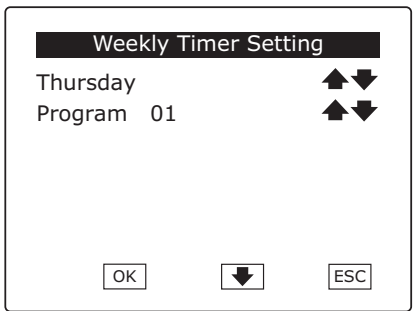


Fig. 65

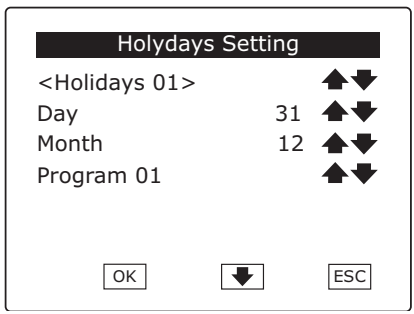


Fig. 66

In the **"Automatic Programs Setting"** window, you can set each of the 20 steps forming each Program. For each step you can determine the arming state of the areas (with the same procedures used for setting a scenery with 3 possible states for each area), the output to be activated/deactivated and the time (hour/minutes) at which the actions should be carried out. The outputs that can be activated/deactivated are ONLY those that have been configured as "No events" from the Output Setting menu. The option "No Output" is also provided for the outputs.
On the first line appears the number of the Automatic Program being set and the step number being programmed; the arrows can be used to scroll through the various steps of the Program.
You MUST press **"OK"** to confirm the selections made, otherwise the changes will be lost. Press **"ESC"** to return to the "Automatic Programs list" window.

WEEKLY TIMER SETTING

From the **"Timer Setting"** menu (fig. 62), press the appropriate icon to access the menu **"Weekly Timer Setting".**
This window allows you to associate one of the created Programs to each day of the week (from Monday to Sunday). The option "None" is also provided in the event no Program is to be associated with that day.
Each selection made should be confirmed with **"OK"**, otherwise the changes will be lost.
Press **"ESC"** to exit the window.

HOLYDAYS SETTING

From the **"Timer Setting"** menu (fig. 62), press on the appropriate icon to access the menu **"Holydays Setting".**
Each holiday (max 32) can be assigned a name (using the normal procedures), a date within the year (day and month) and one of the created Programs. The option "None" is also provided.
Each selection made should be confirmed with **"OK"**, otherwise the changes will be lost.
Press **"ESC"** to exit the window.

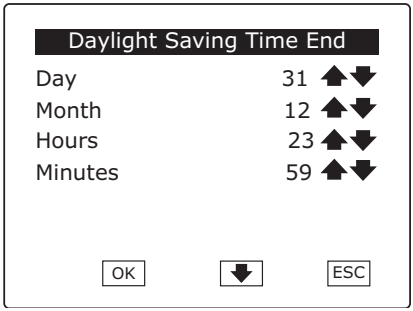


Fig. 67

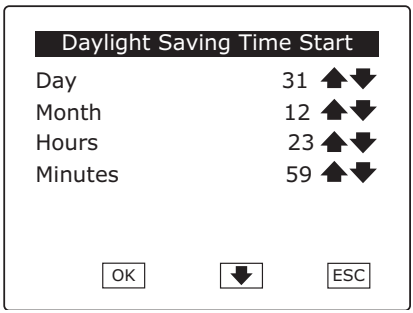


Fig. 68

DAYLIGHT SAVING TIME SETTING

From the **"Timer Setting"** menu (fig. 62), press on the appropriate icon to access the menu **"Daylight Saving Time Start"** through which you can set the day and time at which the system should pass from solar time to daylight saving time and vice versa.
Each selection made should be confirmed with **"OK"**, otherwise the changes will be lost.
Press **"ESC"** to exit the window.

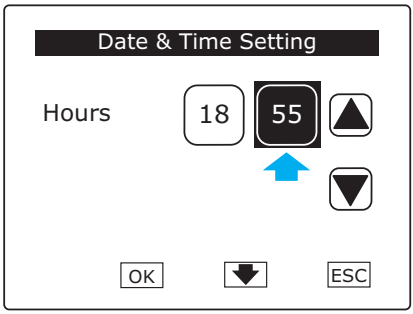


Fig. 69

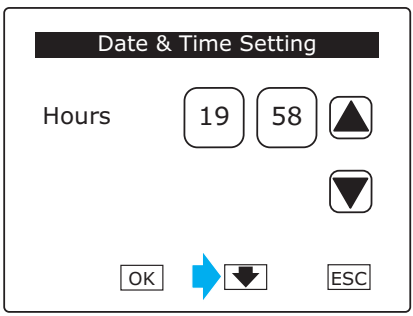


Fig. 70

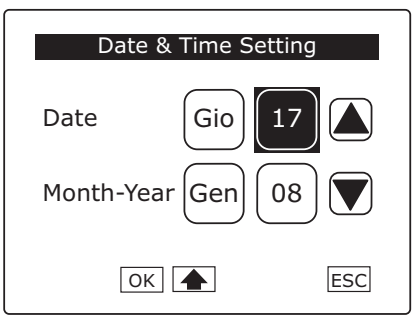


Fig. 71

Date and Time

From the "**Installer Menu**", pressing the appropriate icon will take us to the window for the Date and Time Setting.
Set the correct time by selecting the area to be modified (fig. 69) and using the arrows on the side. Proceed in the same manner to set the date after having pressed the arrow at the bottom of the window (fig. 70) which allows access to the appropriate screen (fig. 71).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

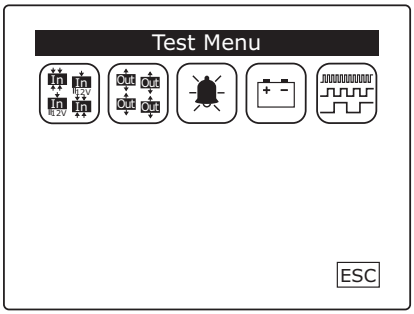


Fig. 72

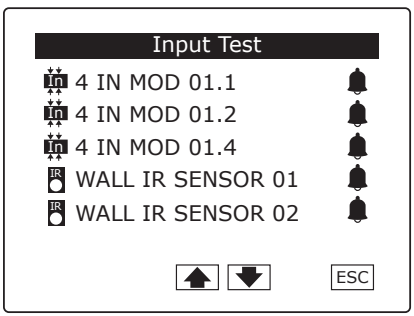


Fig. 73

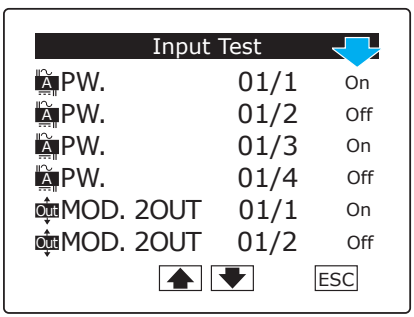


Fig. 74

Device Test

From the "**Installer Menu**" (fig. 59), pressing the icon TEST will take us to the "**Test Menu**" (fig. 72) that allows us to test the correct operation of the inputs, outputs, alarms and batteries of the connected devices.
Each individual test available is analyzed below.

INPUT TEST

Only the inputs that are in a state of alarm will appear in this window (fig. 73).
Thus, by materially activating the inputs, we can check their correct operation, name and location.

OUTPUT TEST

All the connected outputs will appear in this window, with the icon in the right column (fig. 74) on **Off**.
By pressing the pen provided on the icon **Off**, the state of the output will change to **On** and the output will be activated in order to allow us to check its operation.
When exiting from the window by pressing the icon **ESC**, any outputs that may have been left active will automatically be deactivated.

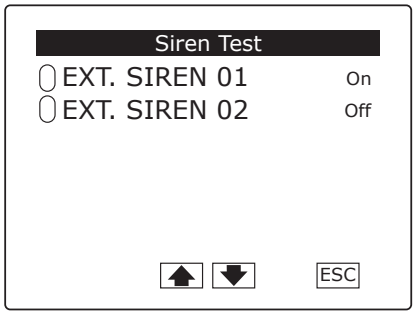


Fig. 75

SIREN TEST

The legend "ON" or "Off" next to the name of the device acts as a switch (fig. 75).
By simply pressing on the legend we can turn the sirens on or off.

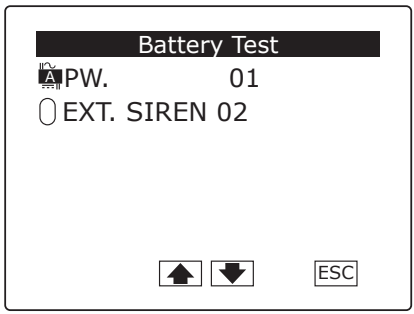


Fig. 76

BATTERY TEST

By simply pressing on the name of the device, we will be informed about the state of the battery housed inside the device (figg. 76).

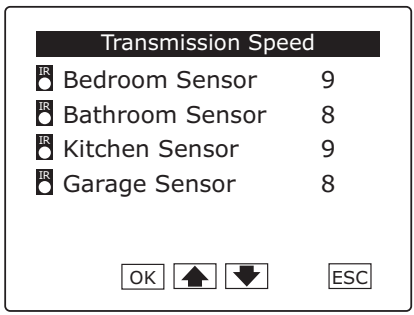


Fig. 77

TRANSMISSION QUALITY TEST

Pressing the appropriate icon, a list of the inputs will appear with a numerical value next to each that indicates the speed and quality of communication between the Control Panel and the device, on a scale from 1 to 10 (fig. 77).
If the value is less than 7, check that the length of the connection is within the limits indicated in the section "General system information".

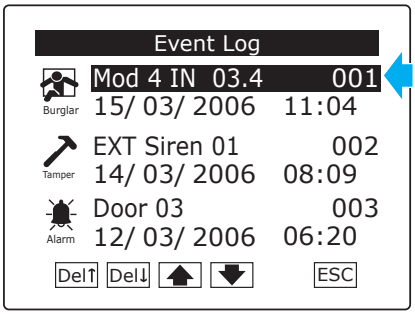


Fig. 78

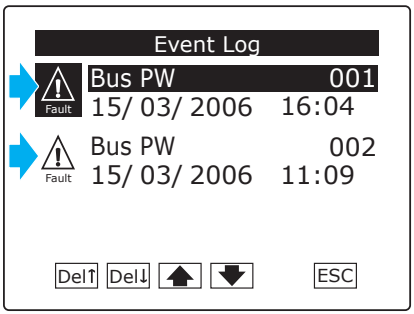


Fig. 79

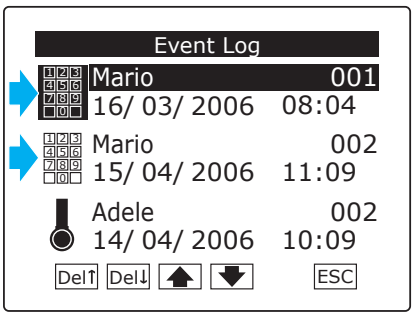


Fig. 80

Event Log

The "**Event Log**" is structured so as to provide a precise picture of the events concerning the system, whether these are caused by burglar attempts, tampering, alarms and faults or simply due to a user arming or disarming the system.
Pressing the icons [▲][▼], we can scroll through the events and check their progression, indicated by the number next to the name of the device that generated the event. At the end of the list, the scrolling will start again from the beginning.
The most recent event that occurred is marked by the number 001.

In the case of burglar, tamper or alarm events, for example (fig. 78), next to the icon showing the event, we can read the name of the input that generated the event and the date and time in which it was activated.

If the event is different from burglar, tamper or generic alarms, it will be divided into two parts (fig. 79, 80).
The first part (with the icon in negative) reports the date and time of the end of the event; the second part (with the icon in positive) reports the date and time of the start of the event.

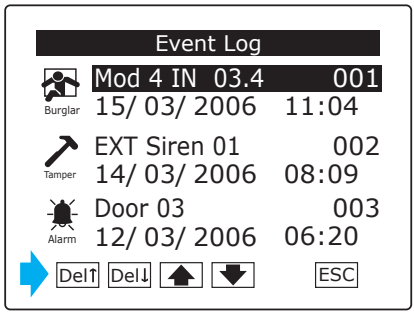


Fig. 81

During the commissioning and setting of the control panel, a large number of events will undoubtedly be registered. It is best to remove these before handing the system over to the User.
The "Event Log" can be cancelled partially or completely using the icons Del↑ Del↓ (fig. 81).

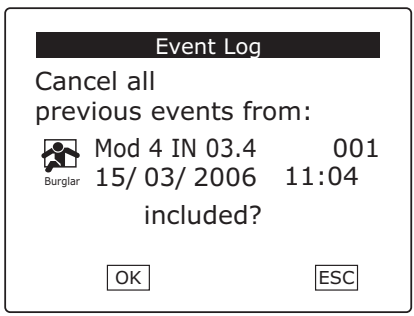


Fig. 82

By pressing the first icon Del↑, you can cancel from the log (fig. 82) the events chronologically previous to the highlighted event (fig. 81).

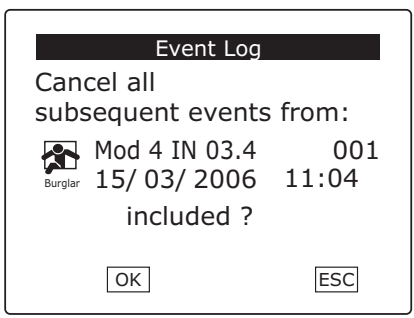


Fig. 83

By pressing the second icon Del↓, you can cancel from the log (fig. 83) the events chronologically subsequent to the highlighted event (fig. 81).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

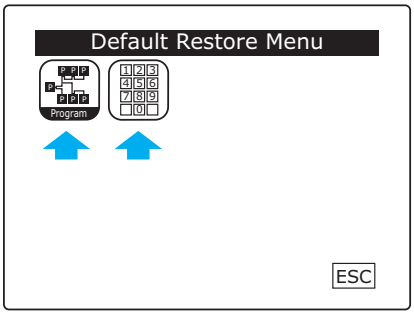


Fig. 84

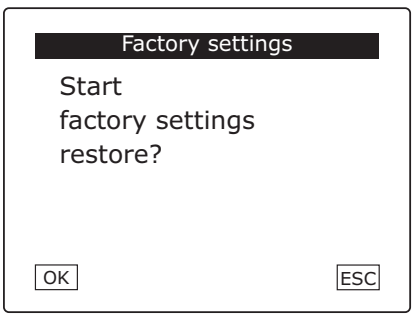


Fig. 85

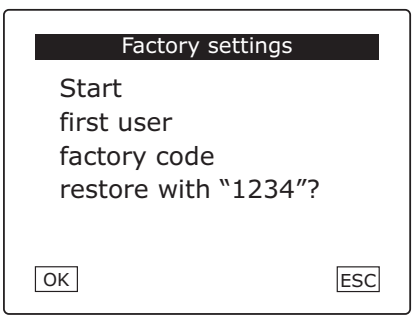


Fig. 86

Default Restore

This menu allows you to restore the system to the (default) factory settings.

Pressing on the first icon (fig. 84) and confirming the selection with OK (fig. 85) will restore all the setting data to its original state at the time of the first start-up.

Pressing on the second icon (fig. 84) and confirming the selection with OK (fig. 86) will restore the factory-set code associated with the first user.
This function is quite useful in the event the user loses his code.

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

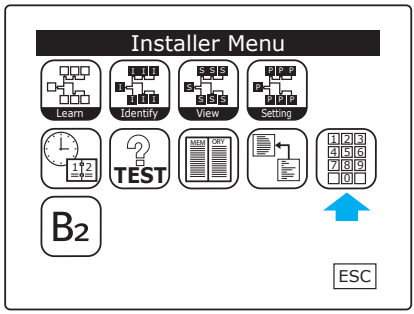


Fig. 87

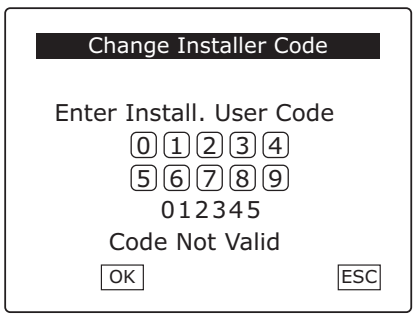


Fig. 88

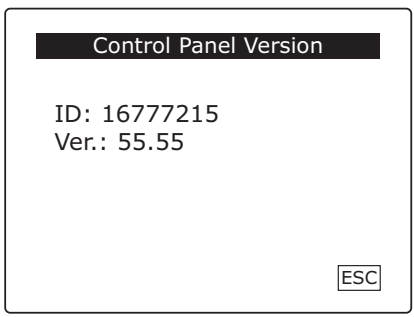


Fig. 89

Change Installer Code

Pressing the appropriate button (fig. 87) will call up a numerical keypad with which you can set a new Installer Code (fig. 88).

Press **OK** to confirm the selections made before exiting from the screen with **ESC**.

Control Panel Version

From the "**Installer Menu**" (fig. 87), pressing the button **"B2"** will display the **Firmware** ID and **version** of the control panel (fig. 89); this information may be particularly useful in case you need to contact a service technician.

Table of the default settings of all the parameters

INPUTS

Parameter	4-Input Module	Powered 1 Input Module	Infrared Sensor
Description	<Module Type xx>	<Module Type xx>	<Module Type xx>
Area	Area 01	Area 01	Area 01
State	Included	Included	Included
Input Type	Burglar Alarm	Burglar Alarm	Burglar Alarm
Balancing Type	NC contact	One Resistance Mode	NC contact
Exit Delay	0	0	0
Entry Delay	0	0	0
Tamper	OFF	OFF	OFF
Pulse Length	004	004	004
Pulse Number	002	002	002
Time Interval	010	010	010
Gong option	NO	NO	NO

POWER SUPPLIER OUTPUTS

	OUTPUT 1	OUTPUT 2	OUTPUT 3	OUTPUT 4
Description	Alarm	Tamper	Fault	Armed
Associated Areas	ALL	ALL	ALL	ALL
Activating Event	Tamper Alarm	Tamper Alarm	Fault	System Armed
Type 1 of the Output	Pulse 004	Pulse 004	Pulse 004	Pulse 004
Type 2 of the Output	Normally Disactive	Normally Disactive	Normally Disactive	Normally Disactive

OUTPUTS

Description	Output xx
Associated Areas	All
Activating Event	No events
Type 1 of the Output	Pulse 004
Type 2 of the Output	Normally Disactive

USERS

Description	User xx
Associated Areas	All
Priority Level	4
Keypad Code	1234 for User1
Key Code	–

KEYPADS

Description	Keypad xx
Buzzer during T. Input/Output	ON
Buzzer during T. Alarm	ON

ALARM PARAMETERS

Alarm Time	40 seconds
Alarm Number	10
Siren Active for Burglar Alarm	YES
Siren Active for Panic Alarm	YES

GENERAL PARAMETERS

When the power supply is restored, the control panel returns to the settings it had before the event.

Tables of the default setting values

DEFAULT VALUES FOR EACH PROGRAM

Program Name	Program State
Program 01	Off
Program 02	Off
Program 03	Off
Program 09	Off
Program 10	Off

DEFAULT VALUES FOR EACH PROGRAM STEP

STEP NAME	AREA STATE										OUTPUT	OUTPUT STATE	HOUR	MINUTES
	1	2	3	4	5	6	7	8	9	10				
Step 01	X	X	X	X	X	X	X	X	X	X	None	Activated	00	00
Step 02	X	X	X	X	X	X	X	X	X	X	None	Activated	00	00
Step 03	X	X	X	X	X	X	X	X	X	X	None	Activated	00	00
Step 19	X	X	X	X	X	X	X	X	X	X	None	Activated	00	00
Step 20	X	X	X	X	X	X	X	X	X	X	None		00	00

"X" indifferent

Default values for the Weekly Timer Setting

Day	Associated Program
Monday	None
Tuesday	None
Wednesday	None
Thursday	None
Friday	None
Saturday	None
Sunday	None

Default values for the Holidays Setting

Number	Holiday name	Day	Month	Associated program
01	Holiday 01	01	01	None
02	Holiday 02	01	01	None
03	Holiday 03	01	01	None
31	Holiday 31	01	01	None
32	Holiday 32	01	01	None

Default values for Daylight Saving Time Start/End

Number	Holiday name	Day	Month	Associated program
01	Holiday 01	01	01	None
02	Holiday 02	01	01	None

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